

# Wheel of Water Safety

**TOPIC/SUBJECT:** Water Safety Basics

**TARGET AUDIENCE/AGE LEVEL:** 4th -6th grades

**TIME:** 45-50 minutes

**THEME:** You should play it safe while on or near the water, your life could depend on it.

**GOAL/PURPOSE:** The children will learn that they can save a life and protect themselves if they remember a few precautions and rescue techniques.

**OBJECTIVE(S):** Children will :

- A. Wear their life jacket and encourage others to do so.
- B. Know how to save someone in an emergency - Reach/Throw/Row/Don't Go
- C. Practice basic water safety tips while on or near the water.

## **DESCRIPTION:**

A. This program is fast paced fun and full of life-saving facts. It is designed for a school auditorium or gymnasium, but it can be adapted so it could be used as a campground program.

B. When you introduce yourself (4-5 minutes), share a few facts, and ask a few questions about water safety. This program can even more fun when done with a mascot but it is not necessary. For example, Buddy the Beaver or Corkey the Water Safety Boat can act as co-host and comedic relief. Buddy is a person in costume who acts as a water safety mascot. Corkey is a remote control boat that talks, plays music, moves, etc

C. The concept of this game is a combination of "Wheel of Fortune" and "Family Feud." Divide the audience into 3 teams (by class or grade level). The teachers will be the representatives of each team and will come up and spin the wheel to determine how many points the group will receive if they correctly answer the question. The group can receive 10-100 points, lose a turn, or get an extra spin depending on where the wheel stops. The group is asked a question. They can huddle together to come up with an answer. The game goes for three & four rounds with prizes awarded for 1st, 2nd, and 3rd place. Sample questions are below.

D. At the end of the program, after the prizes have been given restate the major points of the program. All students should receive comparable prizes.

## EASY

1. The most important water safety item to have and wear is...
  - A. Inner Tube
  - B. Life Jacket \*\*\*
  - C. Sun Hat
2. Life Jackets work best if...
  - A. you put them on after you fall in the water
  - B. you make sure they fit before you go in the water \*\*\*
  - C. they are loose fitting
3. When you go boating at (project name), you don't need a life jacket...
  - A. if you took swimming lessons
  - B. if you are with your parents
  - C. Everyone needs a life jacket \*\*\*

MEDIUM

- 4. The number one cause of drowning is ...
  - A. swimming during a storm
  - B. floods
  - C. not wearing a life jacket \*\*\*
  
- 5. If you can't swim, it's wise to...
  - A. take swimming lessons \*\*\*
  - B. swim alone
  - C. use a rubber raft to keep you afloat
  
- 6. If your boat turns over, you should...
  - A. swim for shore
  - B. stay with your boat and wait for help \*\*\*
  - C. take swimming lessons

DIFFICULT

- 7. What is the average number of that people drown in the USA each year?
  - A. None. They were all wearing life jackets.
  - B. 6000 \*\*\*
  - C. 200
  
- 8. The fourth leading cause of drowning is hypothermia. Hypothermia can be caused by...
  - A. boiling water
  - B. polluted water
  - C. cold water \*\*\*
  
- 9. If you see someone in trouble in the water, what should you do?
  - A. Reach, Throw, Row, Don't Go \*\*\*
  - B. Don't worry, they're probably just kidding
  - C. Tell them to put on a life jacket

**SUGGESTED MATERIALS AND EQUIPMENT:** Wooden Wheel, Score Board, Question Cards

